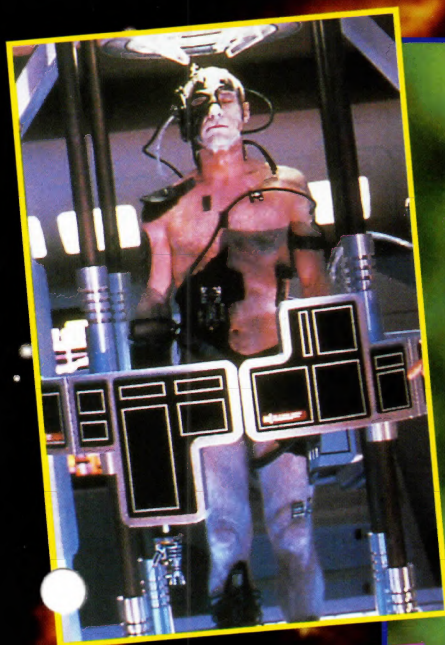




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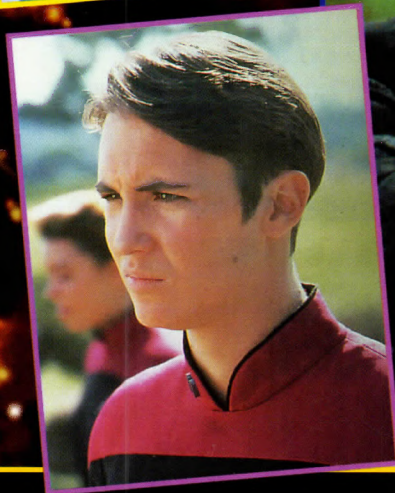


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Examining androids and Borg

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Wesley Crusher
Surviving Starfleet Academy



Guide to the Galaxy: The Mintakans
The Prime Directive is breached



U.S.S. ENTERPRISE NCC-1701-E
The Deflector Dish examined

ISSN 1364-3983



9 771364 398003

18 >



THE OFFICIAL STAR TREK® FACT FILES



CONTENTS: PART 18

The Guide to the STAR TREK Galaxy

The VULCAN Chronology
The MINTAKANS
The DORVAN V COLONISTS

FEDERATION STARFLEET

U.S.S. ENTERPRISE NCC-1701-E: Deflector Dish
U.S.S. ENTERPRISE NCC-1701-D: Cybernetics Labs

Non-FEDERATION Starships

JEM'HADAR WARSHIP: Fighting Tactics

Personnel Files

WESLEY CRUSHER at STARFLEET ACADEMY
VICE-ADMIRAL NECHAYEV

Equipment & Technology

SUBSPACE RELAY STATIONS

Starship Log

STAR TREK – 'Shore Leave'/'The Squire of Gothos'
STAR TREK: THE NEXT GENERATION – 'I, Borg'
STAR TREK: DEEP SPACE NINE –
Past Tense (Parts 1 and 2)

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COMING
NEXT WEEK:



The Guide to the STAR TREK Galaxy

HANON IV
The BYNARS

FEDERATION STARFLEET

TYPE-15 SHUTTLEPOD EL-BAZ
U.S.S. ENTERPRISE NCC-1701-E: Introduction

Non-FEDERATION Starships

TALARIAN Observation Vessel

Personnel Files

The BORG QUEEN
NOG: A FERengi in STARFLEET

Equipment & Technology

PHASER Rifles: 2260s to 2370s
Environmental Suits: 2260s

Starship Log

STAR TREK – 'Arena'/'The Alternative Factor'
STAR TREK: THE NEXT GENERATION –
'The Next Phase'
STAR TREK: VOYAGER
'Jetrel'/'Learning Curve'

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OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 16



OTHER GROUPS
AND RACES

THE MINTAKANS

Even in a Galaxy filled with spacefaring cultures and advanced technology, life on some planets remains simple. The Federation often studies such people, but the **Prime Directive** forbids them to interfere

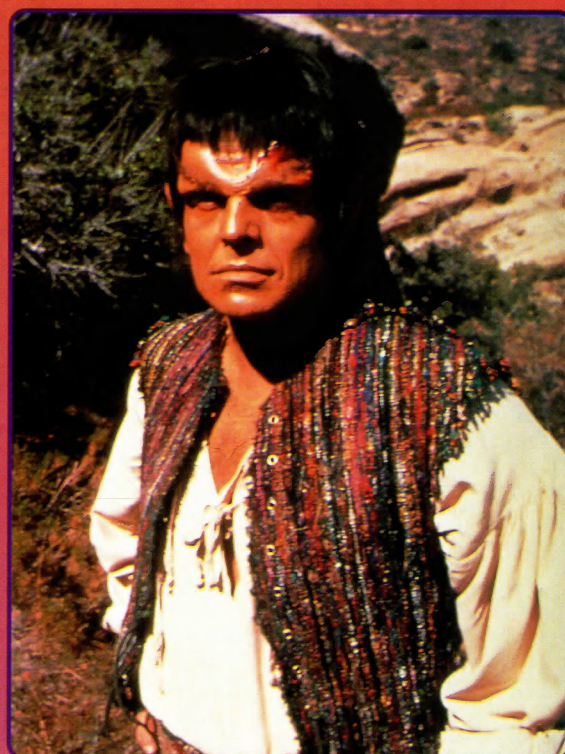
Mintaka III is the homeworld of a proto-Vulcan humanoid race at the technological level of Earth's Bronze Age. The **Mintakans** have olive skin, angled eyebrows and pointed ears. Knowledge of this race is partially documented through the studies of a **Federation Anthropological Field Team**, who have an observation post on the planet until 2366.

Though the Mintakans are a cool-headed and rational people, they are not as stoic and emotionless as the Vulcans. Their society is

matriarchal, with men and women enjoying unequal status: when walking, a Mintakan woman will always precede her mate. This is a signal to other women that "if you want

his services, I'm the one to negotiate with."

Much importance is placed on men's physical ability. They are adept at crossbow archery, and the force of an arrow fired at short range will knock a man off his feet, possibly killing him. These same skills are used to hunt the **hornbuck**, an animal which sometimes hides in the



MINTAKA III

Shocked Mintakans look on as the anthropologists' observation post is revealed. Even the cloaking technology itself is something with which these simple people are unfamiliar, and they mistake the team of Federation scientists for gods.



Simple dress
The Mintakans wear simple clothes in natural colors, such as the loose shirt and woven waistcoat seen here. The cloth they use is relatively coarse.

nearby caves. Mintakan men are also quite handy with knives and ropes.

Family structure

The extended family life revolves around a two-storied assembly, or town hall. The Mintakans meet here daily, both to barter and to talk, philosophize, exchange information, and debate ideas. Travelers are not uncommon to this small group and are always welcomed, especially if they bring something to trade, such as cloth. A gift of special importance is the **Mintakan tapestry**, which is sometimes given to travelers.

Up until 2366, one extended Mintakan clan is extensively studied by a team of anthropologists, led by **Dr. Barron**, who work from a camouflaged observation post. All goes well until the Field Team's

When first contact comes too soon

The **Prime Directive**, which forbids the United Federation of Planets from exposing primitive cultures to advanced technology, is



often a difficult order to keep, especially in situations such as the one which occurs on Mintaka III. When the **Prime Directive** is accidentally violated, the new priority is to ensure that the cultural contamination is kept to a minimum. The Mintakans consider the Federation scientists to be the embodiment of the gods from their old legends, but Captain Picard must convince them that this is not the case.

Nuria considers Captain Picard to be her god. To convince her that he is not, he takes her aboard the U.S.S. ENTERPRISE, even though this is a further violation of the Prime Directive.

Planet Mintaka III
Class M **Quadrant** Alpha
Also known as None recorded

Native name Unknown
Primary star Unknown
Atmosphere Nitrogen/oxygen
Description Standard gravity
Moons Unknown
Life Forms Proto-Vulcan humanoids, living a simple Bronze Age existence; hornbuck

Important Features Location of a Federation Anthropological Field Team observation post, hidden from view by a holographic projector to fulfill the non-interference terms of the Prime Directive.

Starship Log STAR TREK: THE NEXT GENERATION 'Who Watches the Watchers'



The Guide to the STAR TREK Galaxy

FILE 18

CARD 16



THE MINTAKANS

▼ **Talking things through**
The Mintakans are a level-headed people who discuss problems by talking solutions through, another similarity they share with the Vulcan race.



◀ **Rustic rooms**
Inside the stone buildings, the Mintakans have no electricity or other artificial power generators. Light and heat are provided by burning torches. Halls are open and airy, with sparse furniture and little decoration.

reactor explodes, causing the hologram which disguises their base to malfunction and revealing the anthropologists. This presents a unique challenge to maintaining the **Prime Directive**.

The extended family, or clan, studied by the Federation anthropologists depends on the leadership of an attractive, middle-aged woman named **Nuria**. Her clear-headed, calm

intelligence is well respected by the community, in which Elders are revered for the connection they provide between the past and the present.

The Mintakans are observed living in a semi-arid climate. Prominent features are rocky buttes and karst topography, i.e. sinkholes, underground rivers, and caverns. The area can be subjected to

dangerous flash-flooding and intense lightning storms. The rock strata also contain a high level of thallium compounds which can hamper Federation sensor readouts.

Mintakan myths

Early Mintakan culture appears to have been influenced by a belief in the supernatural. Legends say that long ago there were beings with

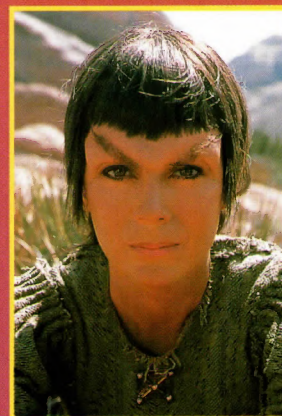
immense powers, who made the rains come and told the sun when to shine. It is said they caused all life to be born, to grow, and to die.

One specific legend revolves around a particular being known as the **Overseer**. This being could appear and disappear at will, but the achievement for which he is most remembered is bringing the dead back to life. The Overseer was believed to have many servants, and the consequences of angering him could include floods and death. On the other hand, pleasing the Overseer would bring gentle winters, plentiful hunting and fertile crops.

The society at the time of Dr. Barron's observations has moved beyond dependence on these superstitious beliefs. The Mintakans no longer believe that stars control their fates, nor that the spirits of the dead hunt the living. Yet, unexplained acts

GALAXY FACTS

▶ **The Prime Directive is further compromised** when Liko, a Mintakan who suffers injuries in a fall, is given Federation medical aid. Despite their loyalty to Starfleet, many doctors find it impossible to sit back and allow anyone to suffer when the technology to cure them exists.



▶ **Mintakan leader**
Nuria is the leader of the Mintakan extended family which is studied by Dr. Barron's team.

are still sometimes attributed to the existence of supreme beings.

The Mintakans are developing an appreciation of the sciences. It is a role that women seem to be leading, sometimes starting in their teenage years. For one Mintakan teenager, **Oji**, recording the sun at its zenith from a bronze sundial/astrolabe is an important rite of passage. The ritual may be passed from mother to daughter.

While the Federation team's studies are focused on one specific region and an extended family, it is possible that there remains a diversity of environments and cultures elsewhere on Mintaka III still to be studied.

Since Dr. Barron's observation post is disassembled shortly after it is revealed to Nuria and her clan, the final consequences (if any) of breaking the Prime Directive are not known.

FEDERATION EXPOSED



▶ New friends

The Mintakans are a friendly race who show no animosity toward the new visitors. As a gesture of friendship, they give Captain Picard a tapestry which he will later use to decorate a chair in his quarters on the U.S.S. ENTERPRISE.

▼ Revealed

With the cloak dropped, the observation post appears as a small cave cut into the side of the rocks. It is obviously not a natural structure.

Cover blown

The Federation Anthropological Field Team's observation post is carefully placed where it will not interfere with the simple lives of the planet's indigenous people. The post is located in the rocky hills, a safe distance from the villages, and in theory the cloaking device should allow Mintakans to walk right in front of the post without realizing it is there. The Federation team is revealed when the cloak malfunctions, and their hiding place comes into full view.



OTHER CARDS IN THIS FILE...

22 CHILDREN OF VAAL

32 TYREE'S PEOPLE

33 BARKON IV

34 THE BORAALS

SEE OTHER FILES...

UNITED FEDERATION OF PLANETS.....File 7
THE VULCANS.....File 8
OTHER CHARACTERS AND LIFE FORMS.....File 58
STAR TREK: THE NEXT GENERATION.....File 69



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 4



OTHER GROUPS
AND RACES

DORVAN V COLONISTS

When a peace treaty with the **Cardassians** redraws the borders of **Federation** space, the colonists of **Dorvan V** are forced to choose between **UFP** membership and the world they have come to love.

Dorvan V, a **Class-M** planet, is the home of a relatively new **United Federation of Planets** colony, established in a small valley on the southern continent. Here, the colonists establish a deep bond with the land and its creatures. Although warned that this area of space is hotly disputed by the **Cardassians**, the settlers feel a strong spiritual connection to the planet, and are determined

to make it their home.

As descendants of the aboriginal peoples of Earth's western hemisphere, the colonists carry memories of a time when the identity of their nation was threatened by assimilation into a more European-centered lifestyle.

Their clothing retains many tribal characteristics, including numerous accoutrements such as feathers and necklaces. The designs on the walls of their dwellings reflect a

sense of sanctity.

It took two centuries to find a planet that seems to resonate with the Native Americans' previously existent spiritual beliefs, and it is perhaps this which makes the colonists determined to stay, no matter what the threat.

Ideal world

Dorvan V provides everything the colonists need, from stone to build their multi-levelled villages to fresh water. They claim

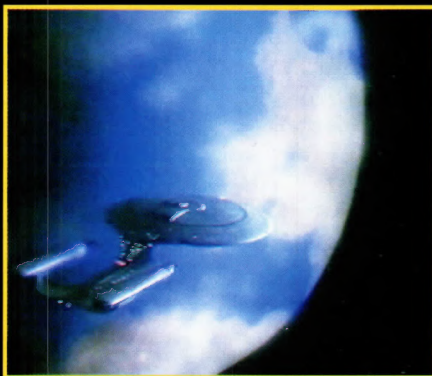


that here the wind 'sings' to them, and they view everything connected to the planet as sacred.

The most sacred place of all is the **Habak**, where many of their rituals and ceremonies are held. It is

▲ Council concessions
The council chamber on Dorvan V follows the European design and structure favored by the Federation. The members hold their discussions around a long, narrow table.

HOMELAND IN THE STARS



New territories

The ancestors of the colonists who eventually settle on Dorvan V left Earth in the 22nd century and, after a long journey through space, reached their new homeworld in 2350. The spiritual beliefs of Native Americans are closely tied to the land on which they live, and so the colonists want to ensure they settle on a planet with which they feel a special connection.

◀ The U.S.S. ENTERPRISE orbits Dorvan V.
From space, the planet has a bluish hue, similar to that of Earth, indicating vast oceans.

▼ Whitewashed buildings on Dorvan V resemble those found in the small towns of the colonists' past on Earth. These people choose to live a simple life, rejecting most modern technology in favor of living closer to nature.



Planet	Dorvan V
Class	M
Quadrant	Alpha
Also known as	No other names recorded
Native name	None
Primary star	Unknown
Atmosphere	Nitrogen/oxygen
Description	Standard gravity
Moons	Unknown
First Settled	2350
Life Forms	Earth colonists descended from Native Americans.
Important Features:	Located near the Cardassian border, in an area of space previously governed by the Federation but handed over to the Cardassians under the terms of a new agreement. The colonists claim to feel a spiritual attachment to the planet.
Starship Log:	STAR TREK: THE NEXT GENERATION 'Journey's End'.

◀ The Dorvan V colonists believe their new life is being threatened by the often brutal Cardassians, but if the only way to remain on the new planet is to accept Cardassian rule, it is a sacrifice they are prepared to make.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 4

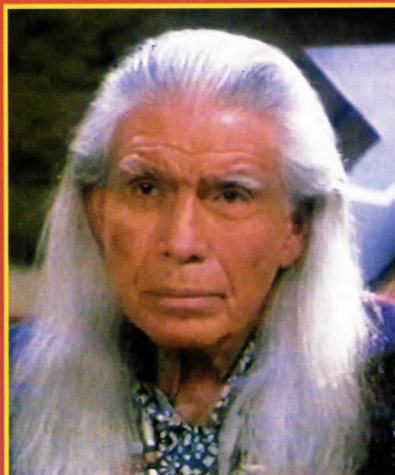
DORVAN V COLONISTS



OTHER GROUPS
AND RACES

▼ Elders revered

Like their ancestors on Earth, the colonists respect their elders. The wisdom and knowledge gained from long life makes such people important and valued members of the society.



entered via a ladder from a lower level, to where a fire pit sits in the center of the room. Vision quests are initiated here by spreading a loose herbal substance around the hearth. Once the fire has been burning for a while, a vision may arise out of the smoke as the participant sits quietly watching.

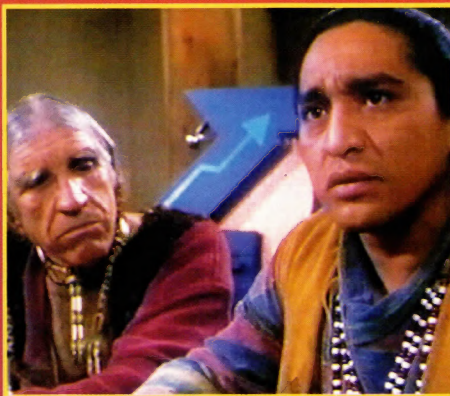
Mixing old and new

The colonists readily incorporate elements of their 24th-century lives alongside their reverence for the past. For instance, traditional drawings of Earth animals fit comfortably alongside drawings of starships and planets. They use dolls called Mansara, which represent different spirits who come to the Habak. For the colonists, there is no difference between the coyote and the Klingon spirit, and all are welcomed to the Habak. But not all people are welcomed.

While the colonists maintain their cultural identity with the clothes they wear and the architecture of their dwellings, they are equally at ease aboard a *Galaxy*-class starship, or representing themselves to the **Federation Council**. Their council meeting room is modern in contrast to the more traditional pueblo-

▼ Native dress

The Dorvan V colonists dress in styles worn by their ancestors for generations, including braided hair and bead necklaces.



He met much opposition when he set forth with a band of Native American colonists to find a new world to settle, but once Dorvan V was found everyone was pleased.

Under Cardassian rule

The colonists' biggest challenge comes 20 years after their arrival, when they give up their citizenship in the Federation in order to remain on the planet after it falls under Cardassian rule in the treaty of 2370. Realizing the Federation is no longer

▼ Tribal traditions

Much of the art and decorations adorning the buildings on Dorvan V are examples of traditional Native American patterns and designs.



style buildings of the village, in recognition of their ties to the present. Each tribe is represented by a member who sits on the **Tribal High Council**, which comprises five council members and one council leader for each of the tribes.

The colonists' arrival on Dorvan V in 2350 was the result of a remarkable journey initiated by **Katowa**, the grandfather of their current Tribal Council leader, **Anthwara**. Katowa's journey to Dorvan V began 200 years earlier.

ONE MAN'S JOURNEY

Finding a new path

On Dorvan V, a confused and uncertain Wesley Crusher finally comes to a decision about his future. Wesley has not been happy at Starfleet Academy, and is finally realizing that the life it offers is not for him. However, at this stage he is not sure what he does want.

With the help of a colonist named

Lakanta, Wesley experiences a vision quest brought on by Native American rituals. The vision makes him realize that he does not want to follow in his father's footsteps, and must make his own destiny. This knowledge gives him the courage to resign from Starfleet.



◀ Old friend revealed

Lakanta reveals himself to be the Traveler, a mysterious, powerful being Wesley has met before. On one occasion, the Traveler told Captain Picard that Wes possessed great mental abilities that would lead him to a much greater destiny than he could envisage at that time.

GALAXY FACTS

▶ **The Dorvan V colonists believe that nothing in the universe is random. They are sure that Picard will help them, as the act will atone for a crime one of his ancestors committed against Native Americans 23 generations earlier.**

prepared to defend their rights, the colonists feel that they are being treated the same way as their ancestors on Earth were treated. They are, however, sure that **Captain Jean-Luc Picard** will not forcibly remove them.

Citizenship surrendered

Dorvan V is the last obstacle in the way of peace between the Federation and the Cardassians, and its colonists are becoming a liability. Picard willingly negotiates a truce between the colonists and the government of Cardassia in order that a new war be avoided. This will allow the colonists to remain on the planet, but under the jurisdiction of the Cardassians rather than the Federation. **Gul Evek** of Cardassia offers no great assurance that the colonists will be respected, but hopes they will be left alone. Faced with a choice between accepting Cardassian rule or leaving the planet, the colonists decide that the loss of their Federation membership is a price worth paying.

OTHER CARDS IN THIS FILE...

- 2 THE MAQUIS
- 25 MIRAMANEE'S PEOPLE
- 31 CHAKOTAY'S TRIBE

SEE OTHER FILES...

UNITED FEDERATION OF PLANETS.....File 7
THE CARDASSIAN UNION.....File 13
OTHER CHARACTERS AND LIFE FORMS.....File 58
STAR TREK: THE NEXT GENERATION.....File 69



SHIP:

U.S.S. ENTERPRISE NCC-1701-E

SYSTEM:

DEFLECTOR DISH

LOCATION:

**FORE SURFACE OF
ENGINEERING HULL**

A ship moving at any relative speed through space is in constant danger from the impact of space debris. This debris can be of any size – as small as a single hydrogen atom, or as large as an asteroid several kilometers across.

Even at low sublight speeds, such collisions can be a hazard to a starship. At warp speeds, even a small cloud of hydrogen atoms can cause significant friction that may harm the vessel. At extremely high speeds, even a single hydrogen atom can puncture the hull. To counteract this, all starships are fitted with at least one deflector, which protects the ship from dangerous collisions with the dust and debris that litters space.

Deflectors generate a field that sweeps

thousands of kilometers in front of the ship, acting as a buffer or shield that pushes aside – or deflects – matter of any size. The faster the ship goes, the more power the navigational deflectors need to do their job properly.

Deflector specifications

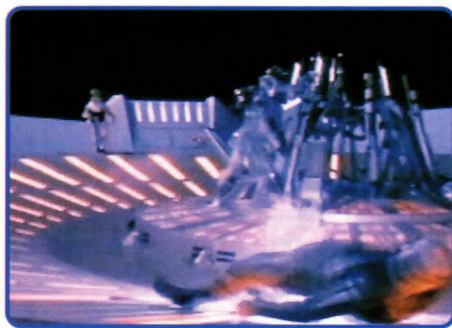
The *U.S.S. Enterprise NCC-1701-E*, the sixth **Starfleet** vessel to carry the famous name, is a **Sovereign**-class starship constructed in Starfleet's shipbuilding yard in orbit above San Francisco. When it is launched, on **Stardate 49027.5**, the new *Enterprise* is the most advanced ship in the fleet, with the most up-to-date equipment and systems.

The *Enterprise* is 685 meters long and has 24 decks. Deflector control is on Deck 11,

along with hydroponics and stellar cartography. None of these are considered to be vital systems.

The main, or navigational, deflector dish is located just under the command hull at the front of the engineering hull, and is made up of two main parts: the inner 'rose window' grid and the outer collar. In the center of the rose window is the particle emitter. The outer collar is made up of equally spaced bright yellow radial bars, while the bars of the inner ring are shorter than those on the outside.

Because the dish is charged with antiprotons, **phasers** of any type must be used only with great care in the vicinity. If any part of the dish is hit with phaser fire, the resulting explosion from the antiprotons will destroy half the ship.



OTHER USES
With modifications, the deflector dish can be turned into an interplexing beacon for subspace communication over thousands of light years.

Magnetic hull

The metal composition of the hull enables magnetized boots to grip the outside of the ship, allowing the crew to make manual repairs and modifications in emergencies.

Particle emitter

From the center of the dish, the particle emitter sends a deflector beam out ahead of the ship, clearing its path.

Outer collar

The outer collar is made up of a series of equally-spaced long yellow bars.

Magnetic locks

A series of magnetic locks around the deflector dish holds it in place. The entire sequence has to be completed before any of the maglocks are released.

Central apparatus

The deflector dish itself is the central area shown here, comprising the 'rose window' and the particle emitter.



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FILE 26 U.S.S. ENTERPRISE NCC-1701-E

▶ Here, the deflector dish can be seen clearly on the front of the engineering hull. The deflector clears all small and medium-sized particle matter out of the advancing starship's way, while larger objects, such as asteroids or comets, can be destroyed with a good old-fashioned phaser blast.

With the right modifications the main deflector dish can be converted into an interplexing beacon, a kind of long-range subspace transmitter, which will allow communication over far greater distances than the ship's normal communications could manage.

Hijacked by the Borg

In some cases, it can become necessary to remove the deflector dish from its normal position in order to separate it from the ship. One example of this occurs when the *Enterprise* is invaded by the Borg after traveling back in time to the 21st century. The aliens intend to modify the deflector dish to contact fellow Borg in that century's Delta Quadrant. Normally, such a separation could be carried out by computer from inside the ship – at deflector control – but with much of the *Enterprise* under Borg control, it becomes necessary to complete the procedure by one of the backup systems: manual release. This requires the personnel tasked with the release to either take a shuttlecraft to the dish, or walk along the outside of the ship's hull.

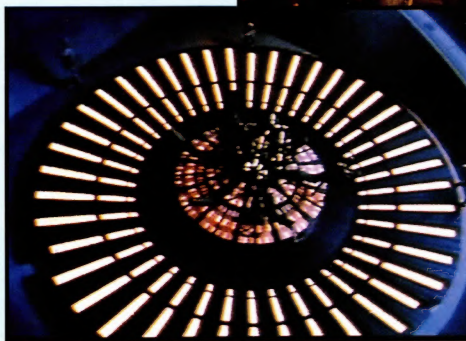
Locking devices

The deflector dish is attached to the engineering hull by a series of magnetic locking devices, controlled by three maglock portals. Inside these maglock portals is a complex web of Starfleet circuits and controls. In order to release the inner rose window grid of the main deflector dish, all three portals must be opened,

▶ The communication spires are configured in a ring arrangement around the particle beam emitter. The entire apparatus must be in place before it can be activated, giving the U.S.S. ENTERPRISE crew the vital minutes they need to separate the dish and cut off the power.



▶ The large amounts of power required to run the deflector dish, and the nature of its operation, make it the ideal system for the Borg to modify for their subspace beacon. The Borg believe the signal generated will be strong enough to contact others of their race in the Delta Quadrant. Their plan is foiled, so it is not known whether their modifications would have worked.



▶ The interplexing beacon is being built on the central section of the deflector dish, and the rose window is covered by the Borg and their apparatus. Picard and his men must sever the power supply.

allowing the maglocks to be turned and pushed in, thereby disengaging the magnetic constrictors. Doing this brings a rumbling clank, and the hiss of a large clamp depressurizing deep within the ship. All three locks must be disengaged before the dish can be separated from the rest of the *Enterprise*. Once the separation sequence has been started, the consoles flash 'Cycle Incomplete' until it is finished. Even after this operation is successfully completed, the rose window is still connected to the ship by a bundle of power and information transfer cables. This bundle must be severed before the dish is completely separated from the ship; otherwise it remains tethered at a distance of approximately 1.2 meters.

Still operational

Without her deflector dish, the *Enterprise* is still spaceworthy, at least for limited periods of time, although in this condition the ship is presumably much more vulnerable to space debris and other particle matter which may be encountered on its flight. Perhaps surprisingly, the lack of a deflector dish seems to have no detrimental effect on the ship's ability to time-travel, as once the Borg are finally defeated the journey back to the 24th century is executed safely and uneventfully.





SHIP:

U.S.S. ENTERPRISE NCC-1701-D

SYSTEM:

CYBERNETICS LABS

LOCATION:

VARIOUS DECKS

Cybernetics is the study of electronic, mechanical and biological systems. Starfleet research centers on how these different functionality pathways can be combined to create hybrid systems. Starfleet's top research body is the **Cybernetics Division** of the **Daystrom Institute**.

A starship assigned to deep space offers tantalizing first-contact possibilities to cybernetic researchers, and where biosystems appear on starships, cybernetic engineers follow. *Galaxy*-class starships such as the **U.S.S. Enterprise NCC-1701-D** are therefore equipped with several cybernetics labs. Events in the *Enterprise*'s labs have profoundly altered the course of history – twice.

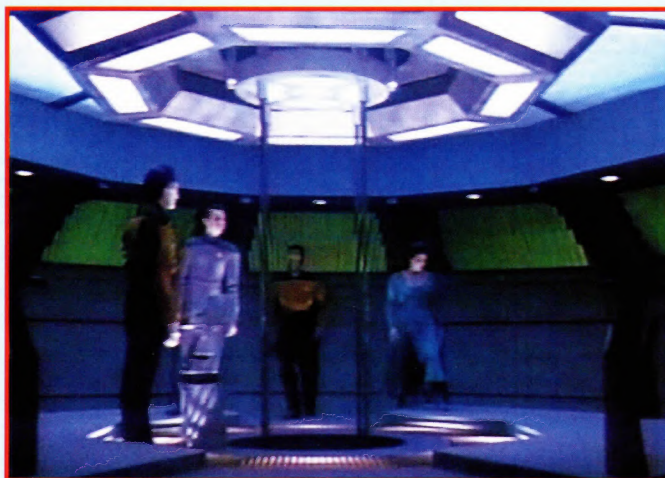
The basic setup

Each cybernetics lab uses a similar floor plan that includes two levels: a platform, approximately one meter tall, which uses the bulk of the floor space, and a ground-floor pathway that circumnavigates the platform. The bulkhead walls contain informational and interactive panels.

The size, design, and equipment found in cybernetics labs on the U.S.S. ENTERPRISE NCC-1701-D varies enormously. The one seen here is spartan and appears to be almost empty, while others can be full of technology and consoles. But all labs share one common feature: a central structure which houses a cross between a turbolift car and an upright biobed.

Up on the platform, a waist-high protective hand-rail follows the perimeter to prevent users from accidentally falling, while the platform's flooring changes to a metal grid at the center. Four metal poles extend from the grid to the ceiling. Near the metal poles a three-panel control console waits to be used.

At the push of a button, the four poles engage and begin lowering an 'elevator car'



SAVING LIVES

Humanity restored

When cybernetics labs are first installed on Starfleet ships, their main function is expected to be the study of artificial life forms – in short, robots and androids. At this time, the Federation is yet to encounter the Borg, the cyborgs who will soon become one of their

Captain Picard's body is a maze of Borg implants, but somewhere beneath them all his consciousness remains. In a cybernetics lab, Data and Deanna try to locate it.



deadliest enemies.

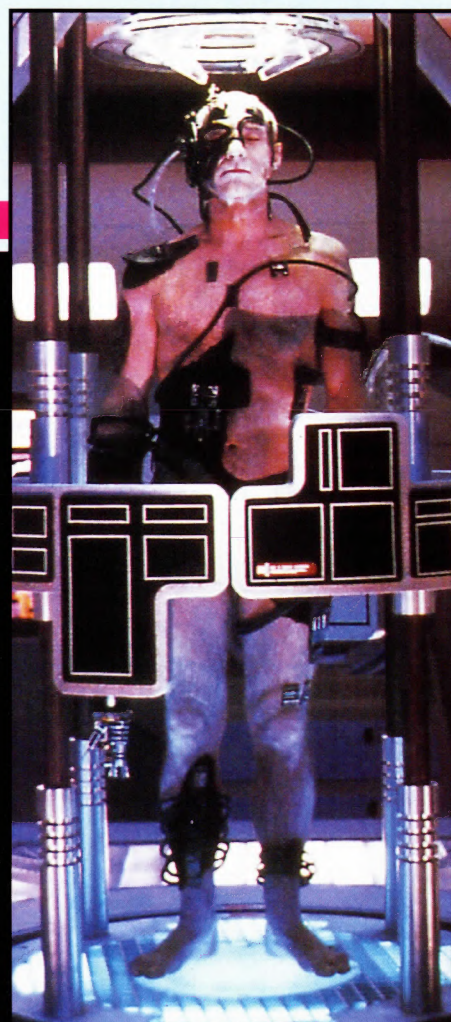
Borg are born human, but start to augment their bodies with machinery almost immediately, becoming a mixture of organic and cybernetic parts which they believe to be superior to organics alone. In addition, organic

beings captured by the Borg can be 'assimilated' – turned into one of them.

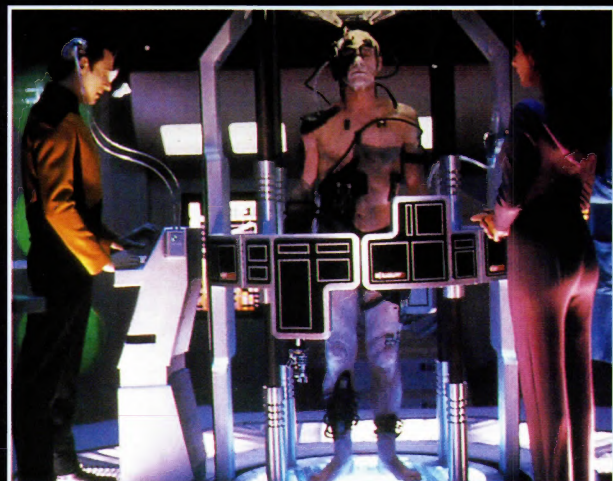
This fate befalls Captain Jean-Luc Picard when he is captured by the Borg on Stardate 43997. Although the Captain is rescued by other members of the *Enterprise* crew, they have to find a way to remove the Borg implants and reach his true personality through the Borg programming which has turned him into 'Locutus of Borg'.

In an *Enterprise* cybernetics lab, a link is made between Data's positronic brain and what remains of Picard's suppressed awareness, enabling the crew to communicate with him. The information obtained from Picard is used to trigger a self-destruct command on the Borg vessel, and eventually the implants are removed, returning the Captain to his true, human self.

When Hugh, a young Borg, is found in the wreckage of a crashed Borg vessel, he is taken to the cybernetics lab, rather than sickbay, for treatment.



The apparatus in the center of all cybernetics labs is essentially an upright biobed, enabling the 'patient' to be observed and repaired from all angles. When the cybernetics labs were installed on the U.S.S. ENTERPRISE, no one expected that they would one day be used to treat the ship's captain.



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FILE 25 U.S.S. ENTERPRISE NCC-1701-D

▶ In Data's lab, the central structure descends from above head height rather than rising from below the floor. The adjustable height of the platform allows the scientist to easily work on any part of the android.

from a hiding place in the ceiling. This car has an arcing apparatus, is ribboned with a protective gate (which can open when the car lands), and the ceiling contains a light fixture. However, the car is more than a mode of transportation: it also has biobed capabilities.

The object of cybernetic study, perhaps an inactive android, is often standing inside the elevator as it, too, is lowered from storage in the area above, or raised from below the floor. Sensors in the cybernetics lab focus on the contents of the car.

Data becomes a father

When **Lieutenant Commander Data** discovers a technique to copy his positronic brain, he takes advantage of an available cybernetics lab on Deck 12 to create a 'daughter' whom he names **Lal**. Data uses a lab that is, relatively speaking, empty. In addition to the central car, the bulkhead walls are equipped with only three informational panels. This lab has a calming atmosphere, created by green and white lighting panels and darkened bulkhead walls.

Pulling the plug on the Borg

When **Captain Jean-Luc Picard**, temporarily assimilated by the **Borg**, is recaptured and brought to the *Enterprise* he is taken to a cybernetics lab which is bright and outfitted



▼ When Lal is first created, 'it' has no discernible features nor any external indication of gender. Unlike humans, the android can choose several facets of its personality itself.



▶ Lal chooses the pleasant appearance of a young human female. Sadly, in little more than two weeks her life comes to an end where it began – in Data's cybernetics lab – as her positronic matrix fails.

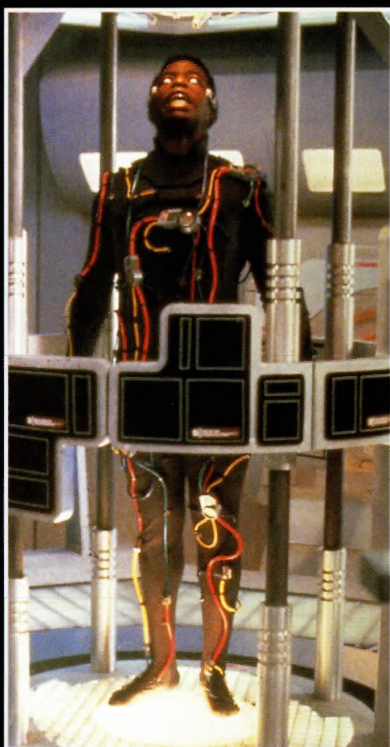


with a half-dozen interactive panels. One large panel, containing four subdisplays, reports Data's positronic matrix activity while he is directly connected to Picard and Borg communications.

Lt. Commander Geordi La Forge and **Dr. Beverly Crusher** use a third cybernetics lab to examine **Hugh** – a Borg accidentally disassociated from the Collective.

This lab is thoroughly equipped with informational display panels covering the bulkheads. Some display areas also provide amenities such as chairs and – thanks to shelves protruding from the bulkhead – desk space. Among the many interactive display panels is a medical panel Crusher uses to test Hugh's spatial acuity.

TREATING DIFFERENT FORMS OF LIFE

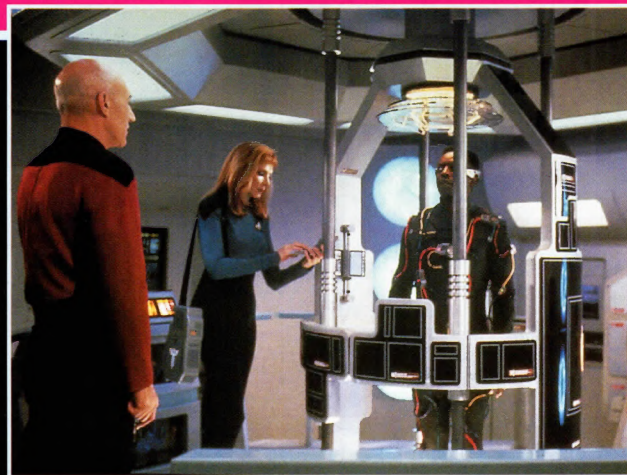


▶ In a cybernetics lab, Geordi tests the uncomfortable-looking telepresence interface which, it is hoped, will be able to rescue the beings trapped on the **RAMAN**.

Geordi takes a risk

One of the main functions of the United Federation of Planets is to seek out new life and new civilizations, and to be as friendly as possible to any new cultures or species they meet. Many of the new races encountered differ significantly from humans, and interacting with them can take many different forms. As well as the benefits in treating androids and cyborgs, the cybernetics labs also provide valuable help in numerous other situations, especially in dealing with non-human forms of life which are not yet fully understood by Starfleet scientists.

On Stardate 47215.5, the *U.S.S. Enterprise* responds to a distress call from the science vessel *Raman*, and discovers that the crew have been accidentally killed by subspace beings who live in orbit around the planet Marjine VII. Several of these beings, who meant no harm, are now trapped on the *Raman*, but one manages to communicate its plight to the crew of the *Enterprise*. Although doing so places him in great personal danger, Geordi La Forge offers to help the aliens by using a telepresence interface which can help free them from their current plight.



▶ Although the tests are conducted in the cybernetics lab, they are monitored by Dr. Beverly Crusher, who is more accustomed to treating organic beings.

▶ Beverly Crusher has had plenty of first-hand experience in cybernetics in her role as Chief Medical Officer aboard the *U.S.S. ENTERPRISE*. It is the only Starfleet ship which numbers an android – Lieutenant Commander Data – among its crew.

Wesley Crusher at Starfleet Academy

From an early age, **Wesley Crusher** has wanted to follow in his parents' footsteps and become a **Starfleet** officer. But when he enters **Starfleet Academy**, he finds himself rethinking the path his career — and his life — should take.

Wesley Crusher, the son of **Starfleet** officers **Lt. Commander Jack Crusher** and **Dr. Beverly Crusher**, is born in 2349, and is raised by his mother following the death of his father in 2354.

While on board the **U.S.S. Enterprise NCC-1701-D**, where his mother serves as Chief Medical Officer under the command of **Captain Jean-Luc Picard**, young Wesley Crusher shows a strong interest in science and technology, and develops an amazing ability to visualize complex mathematical concepts.

Under the tutelage of **Lt. Geordi La Forge** and

Lt. Commander Data, among others, Crusher decides to follow in his parents' footsteps and become a **Starfleet** officer. He first attempts to gain admittance to **Starfleet Academy** on **Stardate 41416.2** at the age of 15.

Starfleet Academy, the primary training facility for **Starfleet** personnel, was established in 2161, and is located at the Presidio in San Francisco on Earth. Courses at the Academy generally last for four years.

No success at first

Though he is one of the four finalists to take the entrance exam on **Relva VII**, Crusher does not gain admission at his first attempt. The place instead

WESLEY CRUSHER

NAME: Wesley Crusher

RANK: Starfleet cadet

STARDATE 41416.2: Fails the **Starfleet Academy** entrance exam, but is encouraged to reapply the following year.

STARDATE 43930.7: Accepted into **Starfleet Academy** at second attempt.

STARDATE 44286.5: Enters **Starfleet Academy**.

STARDATE 47751.2: Resigns from **Starfleet** in order to join the **Traveler** and fulfill his own destiny.



▲ As the son of two **Starfleet** officers, Wesley Crusher has grown up on starships. This makes him even more determined to earn the right to be there.

"We pushed Josh into it and he wasn't ready. We thought we could do it. We thought we could do anything. We were wrong, and Josh died."

— Cadet Wesley Crusher

BREAKING THE RULES



★ In the dock

The surviving members of **Nova Squadron** are cross-examined at a **Starfleet** tribunal. At first, **Nick Locarno** tries to place the blame on pilot error by **Cadet Joshua Albert**, who loses his life in the accident.



★ Silent witness

Captain Picard and **Dr. Beverly Crusher**, Wesley's mother, watch the proceedings. This is hardly the reunion they were expecting when they came to Earth.

★ Right and wrong

At first, all of **Nova Squadron** go along with **Locarno's** efforts to hide their guilt, but eventually Wesley's conscience gets the better of him and he admits the truth. **Locarno** is later expelled.



Wesley Crusher at Starfleet Academy



Wesley is good friends with Nick Locarno and the other members of Nova Squadron, which is why he is, at first, prepared to lie to protect them. But in the end, the deep-rooted sense of duty he has learned from his ENTERPRISE colleagues gets the better of him.

goes to a **Benzite** named **Mordock**. Crusher is, however, finally accepted into Starfleet Academy two years later, in 2366.

Unfortunately, Wesley misses his scheduled transport for the Academy because he is participating in a rescue mission after **Commander Riker**, **Counselor Troi**, and **Lwaxana Troi** are kidnapped by a **Ferengi**, **DaiMon Tog**. In recognition of his sacrifice, Captain Jean-Luc Picard grants him a field promotion to the rank of ensign on **Stardate 43930.7**.

Crusher continues his studies and earns academic credit toward classwork at the Academy for his work on board the *Enterprise*. He finally enters the Academy in 2367, after a space opens up mid-term.

High achiever

Wesley's first year at Starfleet Academy begins very well, both academically and socially. But then he joins the Academy's elite **Nova Squadron** flight team.

The Squadron is composed of five cadets: **Squadron Leader Cadet First Class Nicholas Locarno**; **Cadet First Class Sito Jaxa**; **Cadet Second Class Jean Hajar**; **Cadet Joshua Albert** and **Cadet Fourth Class Wesley Crusher**. They are sent to practice on the Academy flight range near Saturn for a demonstration to be transmitted to the Starfleet

graduation ceremonies, where Captain Jean-Luc Picard is to give the commencement address.

During the flight, Wesley and other members of the Nova Squadron attempt the prohibited **Kolvoord Starburst** maneuver, which involves five ships crossing paths as they emerge out of a loop, rolling and flying back toward one another, passing within 10 meters of each other, and then igniting their plasma trails. This is one of the most spectacular demonstrations of precision flying that a team can perform, but has been banned for over a century, after an accident took the life of five cadets. It has since been considered too dangerous.

When the maneuver fails and the cadets' ships crash into one another, four of the five cadets manage to transport out to the evac station on **Mimas**. Sadly, Crusher's close friend and squadron mate Cadet Joshua Albert is killed.

Deep trouble

Cadet Locarno tries to cover up the real cause of the accident. He claims Joshua Albert had problems maintaining formation during recent close fly-bys and formation performances, but tells Academy officials he does not want to embarrass Cadet Albert or his memory by placing blame for the accident on his shoulders.



Cadets at Starfleet Academy already wear the new design of all-black jumpsuits before they are standard issue on the U.S.S. ENTERPRISE. Every aspect of the Academy aims to be as up to date as possible, encouraging cadets to always look to the future.

Crusher and the other Squadron members give testimony to the Board of Inquiry that Nova Squadron was in a Diamond Slot formation when the accident occurred. However, a standard sensor sweep made by a navigational control satellite in orbit around Saturn clearly shows the ships were not in the diamond slot formation but rather were heading toward one another. The Squadron's testimony is that this information was somehow faulty and inaccurate.

As the Board of Inquiry is about to close the investigation, despite their strong reservations about the cadet's testimony, Crusher's conscience demands he step forward and reveal the truth. Both Sito and Hajar confirm Crusher's report, but Locarno continues to deny the team was practicing illegal maneuvers.

Despite his eventual honesty, Crusher is reprimanded: **Admiral Brand** cancels his academic

credits for the past year, preventing him from advancing with his class. All the other surviving members of Nova Squadron receive the same punishment, except for Cadet Locarno, who is expelled.

Different path

Crusher becomes disenchanted with his studies at Starfleet Academy. His grades begin to fall, and eventually he resigns his commission in 2370. He chooses instead to live among a colony of Native Americans on the planet Dorvan V, a world under Cardassian jurisdiction. Crusher's decision to leave Starfleet in favor of self-exploration is not an easy one for him, but he is aided by the insight offered him by his friend, the mysterious **Traveler**, who has always claimed that Wesley is headed for a much greater destiny. It is likely that Crusher's next adventure will transcend time and space, exploring new frontiers that even Starfleet is yet to reach.

AT THE ACADEMY



Captain Picard and Wesley Crusher walk through the pleasant Starfleet Academy gardens. Neat lawns and clean walkways add to the general tranquility.

Different paths

Starfleet Academy is located on Earth, the homeland of the human race, in the North American city of San Francisco. Like much of 24th-century Earth, the buildings are surrounded by beautiful landscaped gardens, with wide open plazas and walkways lined with trees. Although most of the crew of Starfleet ships are Academy graduates, it is not essential for those hoping to enjoy a successful career in Starfleet: many highly-placed Starfleet

Until he actually attends Starfleet Academy, Wesley has never thought of following another career path. But he gradually realizes that a life in Starfleet is not really what he wants.



The Academy gardens provide an ideal location to entertain visitors, and to relax after a hard day's study.

personnel, such as Miles O'Brien who is Chief of Operations on *Deep Space Nine*, have advanced through the ranks without attending.



FILE 43 STARFLEET PERSONNEL

Vice-Admiral Nechayev

Vice-Admiral Alynna Nechayev has some very definite ideas about how missions should be carried out, and she expects all Starfleet officers to follow her orders to the letter — even Captain Jean-Luc Picard.

In 2369, Federation spies report that the Cardassians may be building a deadly metagenic weapon on **Celtris III**, a barren, uninhabited **Class-M** planet located in Cardassian space. The senior Starfleet officer in charge of handling this incident is **Vice-Admiral Alynna Nechayev**.

Nechayev is a small-boned woman of diminutive stature, but her physical appearance is misleading. She is strong-willed, extremely intelligent, and knows exactly how she wants to handle events on Celtris III. She sends **Captain Jean-Luc Picard** and two of his crew on a secret mission to the planet, and places **Captain Edward Jellico** of the **U.S.S. Cairo NCC-42136** in command of the **U.S.S. Enterprise NCC-1701-D**, telling Picard's crew only that their Captain and the others have been 'reassigned'.

Short and sharp

Nechayev's speech is often clipped and brutally to the point. She doesn't waste time on niceties such as getting to know the *Enterprise's* crew, who are bewildered by the rapid sequence of events. Later, when Picard is captured by the Cardassians and everyone knows he is probably being tortured, a bit of Nechayev's humanity slips through. She is clearly worried about her 'friends', and Picard in particular — whom she apparently considers to be one of Starfleet's finest officers.

When Picard, however, does something that displeases the Vice-Admiral, she doesn't hesitate to pull him up as she would a first-year cadet. In 2369, when a group of self-aware, fanatical **Borg** begin attacking Federation colonies, Nechayev is once again called in to oversee the pursuit of the enemy.

Facing the Borg

From aboard the **U.S.S. Gorkon NCC-40512**, an **Excelsior-class** starship, she will lead the 15 vessels in the sector which are attempting to track down the Borg. She assigns Picard and the *Enterprise* to Task Force 3, consisting of his ship, the **U.S.S. Agamemnon NCC-11638**, and the **U.S.S. Crazy Horse NCC-50446**. But before releasing Picard to his duties, she demands to know why, when he had been capable of returning a Borg, named **Hugh** by the Federation crew, to his race with a program that would have destroyed the entire

PROFILE ON NECHAYEV

NAME: Alynna Nechayev

LIFE FORM: Human female

RANK: Vice-Admiral

AREAS OF EXPERTISE: Federation enemies, especially the Cardassians.

FIRST SEEN: 2369, Stardate 46357.4.

'Chain of Command'

OTHER MISSIONS: 2370, Stardate 46892.1.

'Descent, Part 1': 2370, Stardate 47751.2.

'Journey's End': Stardate 47941.7.

'Preemptive Strike.'

▶ Commanding officer

Vice-Admiral Nechayev is welcomed aboard the U.S.S. ENTERPRISE in 2369 by Picard and Riker. She is heading the Starfleet investigation into a secret Cardassian weapons development on Celtris III, little realizing that the base is a set-up to enable the Cardassians to capture Picard in order to gain valuable information on the Federation.



▶ Though physically frail, Vice-Admiral Nechayev has a resolve far tougher than Starfleet officers twice her size.



▶ Secrets

When Nechayev sends Captain Picard, Dr. Beverly Crusher and Lt. Commander Data on an undercover mission into Cardassian territory, none of the other ENTERPRISE officers are told what is really going on. Understandably, this causes tensions between the Vice-Admiral and Picard's crew: the Captain is their friend as well as their senior officer.



▶ Cardassian enemies

Many of Nechayev's missions have involved the Cardassians and the Maquis, the group of freedom fighters who oppose them. She was involved, with Edward Jellico, in negotiating the first peace treaty, and was also responsible for sending Ensign Ro Laren to infiltrate the Maquis on Stardate 47941.7.



Vice-Admiral Nechayev

★ New orders

Nechayev and Picard meet again when she arrives on the U.S.S. *ENTERPRISE* to give him new orders: the *ENTERPRISE* is to evacuate the Federation colonists from Dorvan V, a planet which, under the terms of a new treaty, is now in Cardassian space.

Collective, he didn't. She berates Picard for nursing Hugh back to health, treating him like a guest, giving him a name, and sending him home.

The Captain defends his actions by pointing out that, once separated from the Collective, Hugh started to grow and become more human. Nechayev is both unimpressed and unswayed by Picard's enlightened compassion.

The Borg are the enemy

She counters his argument by saying that Picard had the opportunity to rid the Federation of a mortal enemy, one that has killed tens of thousands of innocent people and which may kill even more. Picard claims that he is bound by his conscience and his



★ Staying put

Despite the Federation's efforts, the Dorvan V colonists decide that they would rather stay on their planet, even if this means accepting Cardassian rule.

oath to uphold certain principles. At this, the Vice-Admiral's ire peaks. She pins him with a narrow and angry glare, reminding him that his priority is to safeguard the lives of

"This agreement is far from perfect. Neither side got everything they wanted, but every side got something. As someone once said, 'Diplomacy is the art of the possible'."

— Vice-Admiral Nechayev



★ Stylish uniform

Dress uniforms of Starfleet admirals and vice-admirals vary greatly and, compared to some, Nechayev's is relatively simple. She wears a tunic similar to the standard dress of the time, except that it is slightly longer and has a line of gold braid down the front.

Federation citizens, not wrestle with his conscience. And, should he have a similar opportunity in the future, she orders him to take advantage of it and destroy the Borg. Picard rises to the firmness of her tone and snaps out a smart, "Yes, sir." Nechayev spins on her heel and exits his ready room, clearly in command of the Borg situation and confident her orders

will be carried out, no matter what the cost to the caring Picard's sensibilities.

Worthy of respect

Making this sort of final and critical decision is what it takes to be a vice-admiral in Starfleet. Nechayev's command ability is obvious; her talent at assessing situations and delegating authority is equally noteworthy. If her manner seems abrupt to some, her attitude fierce and uncompromising, this is because the Vice-Admiral carries a bit more responsibility on her slender shoulders than the captain of a starship. Though her way of handling authority and her interpersonal skills may rankle with Picard from time to time, he never fails to follow her directive. Like all Starfleet leaders, Alynna Nechayev has earned her position and the respect it demands.



▲ Nechayev does not believe in taking chances with the Borg. She thinks Captain Picard was wrong to befriend Hugh, and should instead have used him to destroy the Collective when he had the chance.

FACE TO FACE WITH THE ENEMY

Deadly encounters

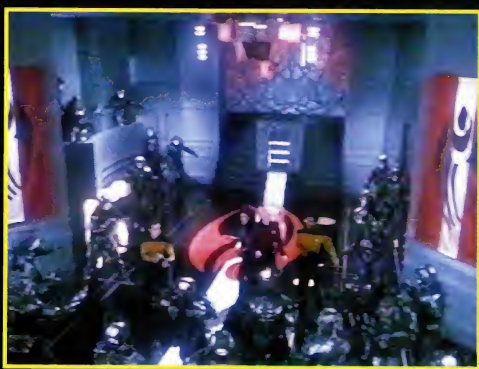
While military leaders of the past could expect promotion to vice-admiral to bring with it a desk job safe from the front lines, Starfleet's mission of exploration demands far more hands-on involvement from its highest-ranking officers. Vice-Admiral Nechayev's position is likely to bring her into contact

▼ To guard against the kind of threat the *ENTERPRISE* meets from a group of self-aware Borg who follow the evil Lore, Nechayev would like to see the whole race destroyed.

with dangerous enemies of the Federation more rather than less often, and dangerous races such as the Borg and the Cardassians are regularly on her agenda.

While the crew of the U.S.S. *Enterprise* might see advantages to befriend their adversaries and making the first steps toward peace, Nechayev has to think of the bigger picture and ensure that all of the Federation is kept safe. Her responsibilities extend far beyond one spacecraft.

▶ While they are well aware of the threat the Borg pose, the attitudes of the *ENTERPRISE* crew are changed by a young Borg they rescue from a crashed BORG SCOUT SHIP. Through getting to know Hugh they realize that, away from the Collective, some Borg can exhibit individuality.



Subspace Relay Stations

Across the vast distances of space, starships and space stations need to maintain regular channels of communication. This is made possible by **subspace relay stations**, placed regularly throughout **Federation** space, which prevent signals from degrading and speed their transmission through the Galaxy.

One of the greatest problems space explorers face is how to keep in touch over the vast distances of space. Even at **warp 9.9997**, the propagation speed under ideal galactic conditions, the signal will decay over time, and there may be long gaps between transmission and the message being received. While little can be done about the time delay, the integrity of the message can be aided by **subspace relay stations**, placed at intervals of approximately 20 light years.

These subspace relay stations, set up in strategic areas around **Federation** space, provide one of the most important, although often overlooked, roles in **Starfleet** communications. While the normal transmission time for subspace

communication is very quick, the boost provided by the subspace relays makes it that much quicker: far faster than light speed and as much as 60 times as fast as the speediest Federation starship.

There are already thousands of relay stations located throughout Federation space, and an additional 500 come into service each year,

mostly along major trade lanes and areas of ongoing exploration. During flights into previously uncharted regions of space, starships will sometimes 'drop' a trail of temporary relay stations behind them as they go. These will often be replaced by permanent stations at a later date.

Scientists are working on ways to

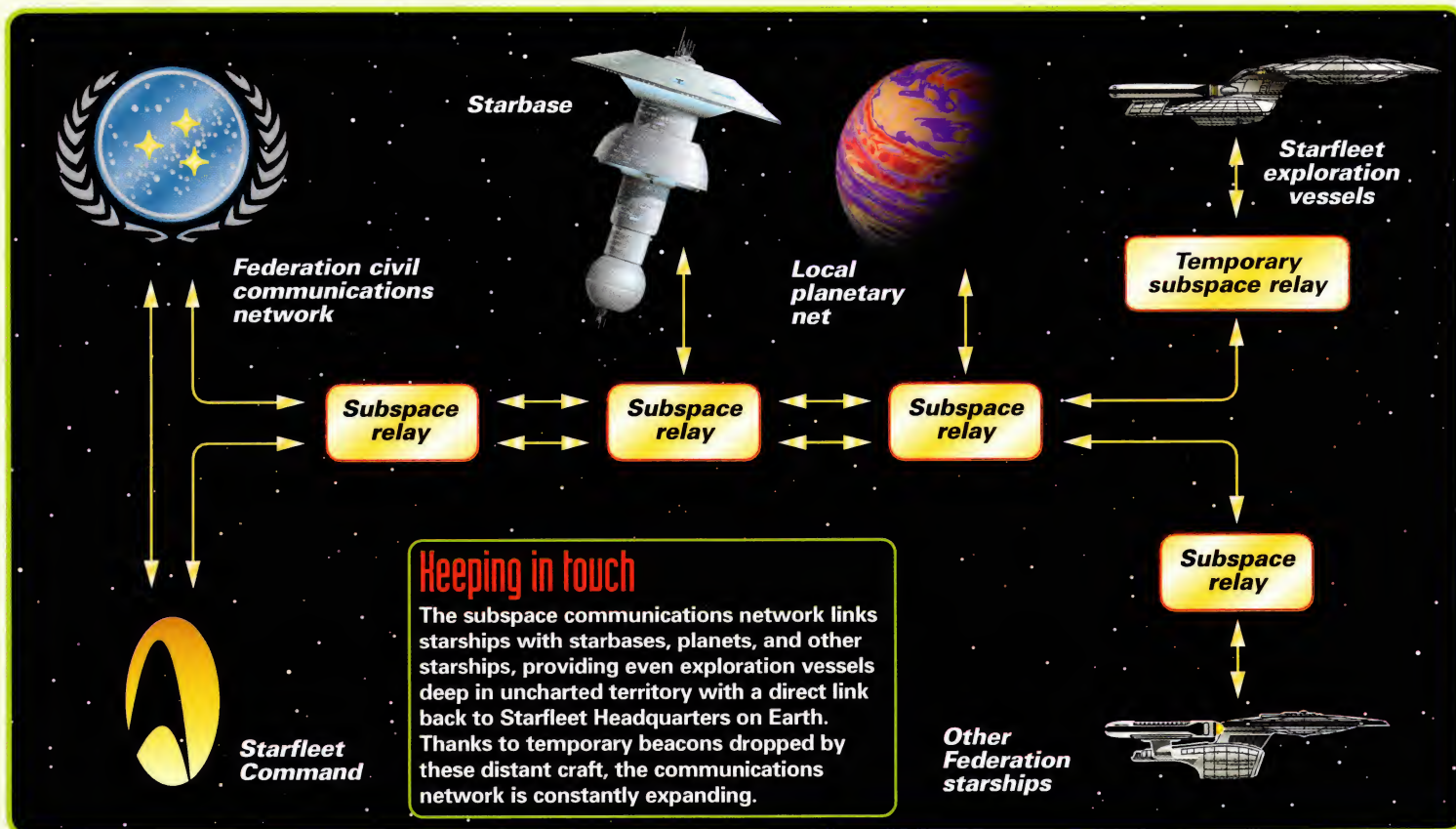
boost the efficiency of the relay stations, thus reducing the numbers needed. In time, it is expected that 80 percent of the stations currently in use will become obsolete as the other 20 percent are upgraded.

The Starfleet network is further supplemented by numerous civil and other local communication webs throughout the Galaxy.



▲ **Relay Station 47** provides a valuable communications function. Like all subspace relay stations, it intercepts passing subspace signals, boosts them, and then sends them on to their destinations. This type of station is usually manned by two people.

◀ **The U.S.S. ENTERPRISE** approaches **Relay Station 47**. Manned stations such as this one are relatively large, but much smaller, often temporary, structures can carry out the same function with equal success.



Subspace Relay: Through the Bajoran Wormhole

Despite their best efforts, Chief Miles O'Brien and Science Officer Jadzia Dax cannot find a way to provide a communication channel through the Bajoran wormhole — until three Cardassian scientists claim to have found a solution.

Wormholes provide shortcuts around immense galactic distances, but, so far, the only known stable wormhole is the one located near the planet **Bajor**, which links this area of the **Alpha Quadrant** with the as yet largely unexplored **Gamma Quadrant**.

However, while this saves years of travel between the two Quadrants, it presents a separate problem for communications: the wormhole only opens when a ship wishes to travel through, and is normally closed. As signals can only pass through when the wormhole is open, this means that the communications channel is mostly blocked, leaving Federation ships on the other side virtually alone in the Gamma Quadrant. Even when the wormhole is open, signals are so distorted by the electromagnetic interference that they are often ruined. With the ever-present threat of the **Dominion**, being unable to call for help is not an attractive prospect.

Deep Space Nine's Chief Engineer Miles O'Brien and Science Officer Jadzia Dax attempt to set up a subspace relay system

which will operate through the wormhole, but without success. This is probably because the **Starfleet** transceiver variance, while less than 0.10 percent, is still unacceptably high. In order to accommodate the transmissions, some adjustments need to be made to the space station's signalling array.

No solutions

Another problem arises: to bring the equipment up to Starfleet specifications, which require a secondary backup, O'Brien needs to remove some of the couplings. Since these couplings are critical to the subspace relay system, this would necessitate further changes in order to increase the carrying capacity to handle the signal load from the transceiver. Despite their best efforts, O'Brien and Dax are unable to find a way around all of the problems ... until attempted sabotage by a **Cardassian** scientist working on behalf of the **Obsidian Order** has an unexpectedly beneficial side effect, causing a permanent, narrow opening in the wormhole through which future communications can pass.

▶ It is hoped that this subspace relay station will allow subspace transmissions through the Bajoran wormhole, opening a link between the Gamma Quadrant and DEEP SPACE NINE.



▼ The **RUNABOUT** travels through the wormhole, surrounding fragments from the comet in its subspace field. Without this protection, the comet would have caused the wormhole to collapse completely.



COMMUNICATING ACROSS TWO QUADRANTS

Cardassian plans

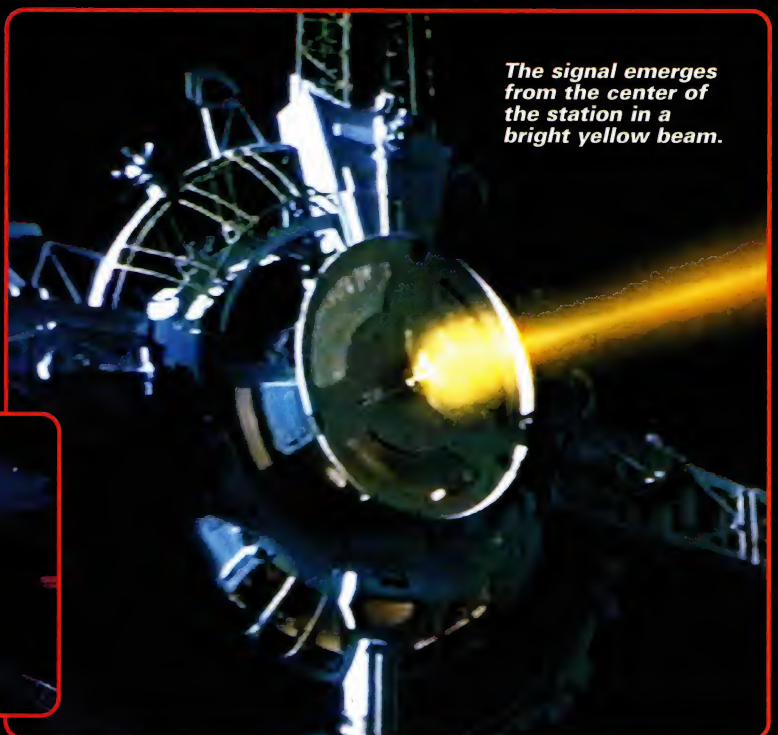
Although one of the Cardassian scientists who comes to help with the relay is a secret agent, the other two are genuine. They plan to enable communication through the wormhole by placing one signalling platform in the Gamma Quadrant, close to the mouth of the wormhole, and another transceiver on **Deep Space Nine**. Several types of graviton pulse need to be tested to determine which will be best able to cut through the interference inside the wormhole.

The first transmission fails, and instead causes the wormhole to open violently — causing a gravity surge which drags a passing comet towards the wormhole. Material from the comet has a permanent effect on the inside of the wormhole, forming a subspace filament which reduces interference, and lodges it slightly open.



▶ The Cardassian equipment fits into the center of the relay station. It will hopefully boost the signal and eliminate previous problems.

▼ One subspace relay station is to be located in the operations center on **DEEP SPACE NINE**, while the other is set up in the Gamma Quadrant, on the other side of the wormhole.



The signal emerges from the center of the station in a bright yellow beam.



'Shore Leave'

When a group of *U.S.S. Enterprise* crew members spend shore leave on a lush planet, they soon discover that paradise can be a dangerous place. Bizarre and deadly characters, conjured up from their imaginations, become an all too real threat.

CAPTAIN'S LOG STARDATE: 3025.3

"We are orbiting an uninhabited planet in the Omicron Delta region ... a planet remarkably like Earth, or how we remember Earth to be. Park-like, beautiful, green flowers, trees, green lawns, quiet and restful – almost too good to be true."

When the *U.S.S. Enterprise NCC-1701* discovers a lush planet, Captain Kirk prepares for a much-needed shore leave. A landing party beam down. On the surface, Dr. McCoy sees a large white rabbit, followed by Alice. McCoy is certain he's hallucinating, but no one can explain the large tracks that the doctor's 'hallucination' has left behind.

Kirk postpones shore leave and the landing party begin to explore. Kirk tells McCoy about Finnegan, a cadet who used to torment him at the Academy, and soon the Captain walks into his old classmate. But, before Kirk can act, Lt. Barrows screams. Kirk and McCoy run to her rescue, to find that she has been attacked by Don Juan; Sulu has given chase. Kirk follows him, only to meet Ruth, a lover from his past.

On the *Enterprise*, Spock detects fluctuations in the planet's energy readings and realizes that the ship's power is being drained, hampering communications. Spock beams down and warns Kirk. They return to a rendezvous point ... only to see McCoy killed by a knight in armor.

Living dreams

Finnegan reappears and, determined to get some answers, Kirk chases him and knocks him out. Spock deduces that whatever they think about appears. Kirk regroups the landing party and orders them to think of nothing but standing at attention. Then, before things can get worse, a man appears and explains all.

The *Enterprise* has come across an amusement park designed by an advanced race. The world is equipped with sophisticated machines that read visitors' minds and immediately create what they've imagined. Kirk points out that McCoy has been killed but, at that moment, the doctor strolls into the glade with a lovely lady on each arm. The planet's host welcomes the Federation officers, and the *Enterprise* crew finally get their shore leave.

STARSHIP FACTS



Below the 'amusement park' planet is sophisticated machinery, capable of almost immediately recreating images from people's thoughts.

ON SCREEN...



1 While Sulu and McCoy are scouting the planet chosen for shore leave, a white rabbit appears after the doctor claims the place is "like Alice in Wonderland."



3 After finding an old 20th-century handgun while studying the planet's plant life, Helmsman Sulu is attacked by a samurai warrior.



5 The caretaker of this strange world, an 'amusement park' planet, explains that everything is designed to amuse its visitors through imagined experiences.



2 When Captain Kirk beams down to the planet, he first encounters a former Academy rival, Finnegan, and then an old flame, Ruth.



4 The ship's yeoman finds a damsel's outfit and changes into it to replace her torn uniform. McCoy later 'dies' protecting her from a rampaging knight on horseback.



6 McCoy wasn't killed after all. Instead, he was taken below the surface to witness the planet's inner workings. He comes back with a complete understanding.



'The Squire of Gothos'

The crew of the *U.S.S. Enterprise* are welcome guests for Squire Trelane, a specialist on Earth's history, and he has no intention of letting them go. In the face of this powerful creature, there is little Kirk can do to prevent his crew from becoming playthings.

The *U.S.S. Enterprise NCC-1701* encounters an uncharted planet, but before they can change course, **Kirk** and **Sulu** disappear. The planet can't support life, but when **Uhura** receives a greeting **Spock** sends a landing party to the surface. The landing party find a large house, inside which Kirk and Sulu are frozen like statues until a man appears and releases them. He introduces himself as **Squire Trelane**, and explains that he couldn't resist a chance to meet people from his favorite planet. He tells Kirk that he has the ability to control matter. When the Captain tries to leave, Trelane briefly transports him into the poisonous atmosphere outside.

Eventually, Spock manages to beam the away team back to the *Enterprise*, but Trelane follows and transports the entire bridge crew back to his house. Trelane is fascinated by the women, and Kirk notices that as he dances with them he never moves too far away from a mirror. Kirk challenges Trelane to a duel, but instead of shooting at the Squire he shoots the mirror. Trelane is furious: his power has been interfered with.

No escape

The bridge crew return to the *Enterprise* and set a course away from the planet, but it is hopeless. Whatever they try, the planet is in front of them. Kirk decides to beam down and confront Trelane. On the surface, Trelane is ready to hang Kirk, but the Captain persuades him to try something a little bit harder – personal conflict. Trelane is delighted, and suggests a hunt. The battle is uneven and Trelane soon has Kirk cornered. Suddenly, two voices tell Trelane to stop playing and come in. It seems that the powerful 'Squire of Gothos' is little more than a naughty boy. The voices apologize to Kirk for allowing their child to play with such a vulnerable species. A puzzled Kirk returns to the *Enterprise*, which is free to go.

STARSHIP FACTS

Trelane has made a miscalculation about the time factor, and knows nothing about Earth after the 19th century. He has modeled his surroundings on this period.

SHIP'S LOG

STARDATE: 2124.5

"First Officer Spock reporting for Captain James Kirk. We are orbiting the lone, unrecorded planet in the star desert. For four hours we have made every possible instrument sweep, but Captain Kirk and Helmsman Sulu remain unaccounted for ..."

ON SCREEN...



1 The sensors show that the planet is uninhabitable, but Uhura soon receives a bizarre message that seems to come from Earth's past.



2 Trelane is delighted to have humans as his 'guests'. He has made a special study of Earth, and is fascinated by mankind's military nature.



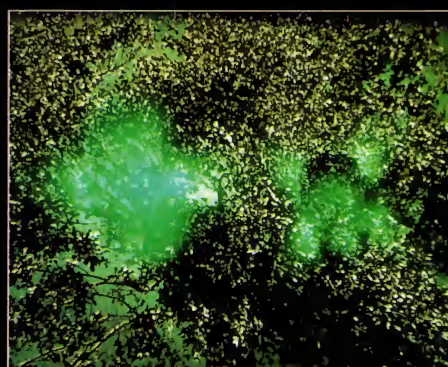
3 Trelane never moves too far away from a large mirror. Kirk realizes that there is more than vanity involved, and guesses that the mirror is a power source.



4 Trelane is furious with Kirk, but, bizarrely, he seems to enjoy the sensation. Playing with Kirk and his crew is exciting.



5 Kirk offers Trelane a deal. If the Squire will release the *U.S.S. ENTERPRISE*, Kirk will offer him the stimulation of a personal conflict.



6 Trelane's parents explain to Kirk that they would never have allowed their child to play with him if they had realized how vulnerable humans are.

'Past Tense' Part I

A transporter accident sends Sisko, Bashir, and Dax into the 21st century and one of the most important points in Earth's history. With chaos building around them, the Starfleet officers must do everything in their power to preserve the future.

'PAST TENSE'

"The Sanctuary residents will take over the district. Some of the guards will be taken hostage. The government will send in troops to restore order. Hundreds of Sanctuary residents will be killed."

— Sisko to Bashir

The **U.S.S. Defiant** has come to Earth to brief **Starfleet** on the threat from the **Gamma Quadrant**. **Sisko**, **Dax** and **Bashir** beam down, but instead of arriving at **Starfleet Headquarters** they are separated and materialize in San Francisco in the year 2024.

Sisko and Bashir are taken to the **Sanctuary District**, an area of the city that has been set aside for the homeless. Dax is lucky; she is found by **Chris Brynner**, a media mogul who assumes she has been mugged. In his office, she manages to persuade the computer to issue her with some papers.

On the **Defiant**, **O'Brien** realizes that a passing microsingularity has interacted with the **chroniton particles** on the ship to turn the transporter into a time machine.

Violent history

In the Sanctuary District, Sisko realizes that they are about to find themselves in the middle of the **Bell riots** — one of the most violent events in U.S. history. The two Starfleet officers are appalled by what they see: the homeless are treated like animals, and violent people known as 'ghosts' take food and shelter from the weak.

O'Brien works out how to replicate the accident, but there are only enough chroniton particles on the **Defiant's** hull to make five or six trips into the past.

After their first night in the Sanctuary District, Sisko and Bashir exchange their clothes for 'local' ones and the doctor helps a wounded child, making a friend of his father, **Webb**. Meanwhile, at a party at Chris's, Dax finds out where her friends might be.

Sisko and Bashir get involved in a fight. A man comes to their rescue, but is killed in the struggle. When they have escaped, Sisko tells Bashir that the man who saved them was **Gabriel Bell** — his death may have altered history. Sisko couldn't be more right; in the 24th century, the **Defiant** loses contact with Starfleet. Without Bell's help, mankind never managed to better itself.

In the Sanctuary District, the riot begins. Sisko and Bashir make their way to the administration office, where the ghosts have taken hostages. Waving a riot gun, Sisko barges in and announces his name — Gabriel Bell.

ON SCREEN...



1 Sisko and Bashir are found by the police. Their communicators have been stolen and, because they have no identity cards, they are taken to the Sanctuary District; they must remain there until they find jobs.



2 Dax has materialized a few meters away from her companions and is found by Chris Brynner. He assumes that she has been robbed. Dax plays along and he takes her to his office, where she will be safe.



3 Sisko and Bashir arrive in the Sanctuary District, a ghetto where anyone without a home is forced to live in subhuman conditions. There are districts like this in every major U.S. city.



4 Dax is faring far better than her companions. Her new friend Chris is a rich and powerful man. In his company, she sees how the other half of human society lives.



5 Life in the Sanctuary District is violent, and Sisko and Bashir have arrived at a pivotal moment, during the Bell riots.



6 With Bell dead, someone must take his place in history. To save the future, Sisko must become involved.



'Past Tense' Part II

Trapped in Earth's violent past, **Commander Sisko** is forced to take the place of a dead man in a desperate attempt to maintain the proper course of history. Meanwhile, **Kira** and **O'Brien** must travel back in time to find their companions.

In the administration office, **Sisko** takes command. Like **Gabriel Bell**, his job is to keep the hostages alive, and to do that he needs to control the ghosts. Sisko sends **Webb** to get men he can trust.

On the **U.S.S. Defiant**, **O'Brien** and **Kira** begin to use the transporter to search through different time periods.

The ghost in charge of the office, called **B.C.**, isn't happy about Webb's involvement, but reluctantly allows Sisko to take over. Webb tries to make a statement over the Net, but the police cut the office's access. Sisko and Webb meet with **Detective Preston**, who agrees to take their demands for an end to the Sanctuary Districts to the Governor.

As the police surround the Sanctuary District, tension mounts and Sisko has to protect the hostages from B.C. Soon, Preston returns with an offer – the Governor will set up a commission to investigate the district if they release the hostages. Webb and Sisko refuse, but it is obvious that the government won't wait forever.

Making history

Dax gets into the district by crawling through the sewers. In the office, Bashir introduces her to 'Gabriel Bell'. She learns that for history to progress normally, the homeless people have to get access to the Net. She returns to **Brynnar's** office, where she persuades him to broadcast their messages.

As the personal statements go out over the Net, the Governor sends the troops in. The National Guard kill hundreds, but thanks to Sisko the hostages are unharmed. In the chaos two of the guards, who have been held captive, help Sisko and Bashir to escape, leaving their ID cards on dead bodies.

Using the last of the **chroniton particles**, O'Brien and Kira arrive in 2024 and transport their companions back to the *Defiant*, and the future they remember.

ON SCREEN...



7 The ghosts have taken hostages. In the timeline that Sisko knows, Gabriel Bell protects them, and now that Bell is dead Sisko must take his place.



8 Dax manages to get into the Sanctuary District in an attempt to rescue Sisko and Bashir. However, Sisko tells her that he must stay to preserve the timeline.



9 With Chris Brynnar's help, the people in the Sanctuary District gain access to the Net and begin to explain their situation to the world outside.



10 With the homeless inhabitants of the Sanctuary District broadcasting personal messages, the governor orders Preston to send the troops in.



11 The National Guard burst through Sisko's barricades easily. Once inside, they open fire indiscriminately, almost killing the hostages.



12 Back on the U.S.S. *DEFIANT*, Bashir shows Sisko that he has taken Gabriel Bell's place in history – and has helped humanity to move past barbarity.

STARSHIP FACTS

The Bell riots are a pivotal event in Earth's history. The statements made by the homeless people in the District, and Gabriel Bell's 'death' in the police attack, change public opinion and eventually lead to the abolition of all Sanctuary Districts.



'I, Borg'

When the crew of the *U.S.S. Enterprise NCC-1701-D* find an injured Borg in the wreckage of a crashed ship, they plan to use him to destroy the entire Collective. But, away from other members of his race, 'Hugh' soon becomes more a friend than an enemy.

CAPTAIN'S LOG
STARDATE 45854.2

"The *ENTERPRISE* is charting six star systems that make up the Argolis Cluster, an area being considered for colonization."

The *U.S.S. Enterprise NCC-1701-D* is charting the **Argolis Cluster** when the crew receive a signal from a nearby moon. On the frozen surface, the away team find a crashed ship with one survivor: a young male **Borg**. **Captain Picard** orders the away team to return at once. He is concerned that since the Borg are in constant subspace communication, bringing one aboard the ship will alert others, but **Dr. Crusher** refuses to leave the injured being. Reluctantly, Picard orders **Geordi La Forge** to set up a containment field, and the Borg is beamed into the *Enterprise's* brig.

Borg prisoner

Beverly Crusher works on the Borg in its cell. Its biological elements are undamaged, but some of the mechanical components will need to be replaced. In a briefing, Picard suggests introducing a virus into their patient that will be uploaded to the **Collective** and destroy all the Borg. Geordi sets to work on the virus, but Beverly has her doubts. To her, it sounds as if they are planning genocide.

In the brig, the Borg regains consciousness and starts searching for an access conduit. Beverly points out that it needs to be fed, and that, if anything, it looks scared.

Geordi and **Worf** enter the cell to set up a suitable power conduit. The Borg, which refers to itself as "we", cannot understand why they are helping it, and tells them that they will be assimilated.

Growing humanity

Geordi and Beverly transport the Borg to a lab, where it is restrained by a forcefield. The Borg still can't understand why it has been saved, but Beverly tells it that saving things is her job. She tells the Borg that they want to perform some tests, and it agrees. As they work, it asks them their designations. When they tell it that they don't have designations, they have names, the Borg asks for one of its own. Amused, Geordi suggests they call it **Hugh**. Hugh becomes very cooperative, but tells them that he misses the Collective.

Later, Geordi tells **Guinan** that he's beginning to have doubts about their plan. Hugh seems like a person, not just a killing machine. Guinan hates the Borg and is convinced that they should be destroyed,

ON SCREEN...



1 The away team find an injured Borg in the wreckage of a crashed ship. Beverly is adamant that even a Borg deserves help.



2 The crew reluctantly beam the Borg back to the U.S.S. ENTERPRISE, but to the brig rather than to sickbay.



3 Although the Borg says the *ENTERPRISE* crew will be assimilated, he seems more scared than threatening.



4 A cybertics lab provides the ideal setting for repairing the patient and learning more about him.



5 Tests help the crew to understand the Borg drone. Away from the Collective, he begins to exhibit individuality.



6 The Borg are responsible for scattering Guinan's people across the Galaxy, but even she cannot bring herself to hate Hugh.





'I, Borg'

but Geordi persuades her to visit Hugh.

Meanwhile, the *Enterprise* picks up a **Borg Scout Ship** on long-range sensors. It is obviously responding to the same distress signal they received.

In the brig, Guinan tells Hugh that, even though the Borg scattered her people, resistance is not futile. Strangely, he seems to accept the idea. Before Guinan leaves, Hugh tells her that she is lonely like him.

Geordi continues to examine Hugh. He explains to the young Borg that he is trying to learn about him, but Hugh says that the Borg don't learn, they assimilate. Geordi replies that he doesn't want to be assimilated; he is an individual. Hugh asks him if he is lonely, but Geordi says that he has friends. Hugh has no idea what a friend is, but when Geordi explains, Hugh decides that *they* are friends.

Geordi and **Data** develop a virus that will destroy the Borg. They present their plan to use a geometric pattern to confuse the Borg consciousness to the point where it breaks down, and Picard approves.

Captain's prerogative

After the meeting, Geordi admits that now he's got to know Hugh, he has moral reservations about using him in this way. Picard dismisses his concerns, telling him to distance himself from the Borg.

Later, Guinan visits Picard in his quarters. She wants his assurance that they are doing the right thing and asks him if he isn't the least bit surprised by Hugh. The Captain admits that he hasn't spoken to Hugh, but is insistent that nothing will change his plans. Guinan is surprised, and tells him that if he wants to live with himself the least he can do is look Hugh in the eye.

The next day, Picard transports Hugh to his quarters. The Borg recognizes him as **Locutus**, and Picard takes advantage of this to talk to him. He tells Hugh that they must assimilate this culture, but Hugh responds that there will be resistance. Like a good Borg, Picard insists that resistance is futile, but to his amazement Hugh contradicts him. When Picard pushes the point, saying that everyone – including Geordi – must be assimilated, Hugh refuses, and tells a stunned Picard, "I will not assist."

Picard now understands that Hugh is a fully realized individual, and the plan to infect the Borg with a virus cannot proceed. After some discussion they agree to return Hugh to the crash site, but only if he agrees.

There is a risk that as soon as Hugh is connected to the Collective, his individuality will be wiped out. But if Hugh stays on the *Enterprise* the Borg will do everything they can to retrieve him. Hugh decides that it is too dangerous to stay on the ship as he does not want to endanger his new friends.

Geordi accompanies Hugh to the surface, while the *Enterprise* hides in the sun's

chromosphere. Alone on the frozen moon, Geordi tells Hugh that whatever happens he won't forget him. Then two Borg drones beam down and begin retrieving their fallen comrades. Ignoring Geordi, the Borg connect with Hugh and, drone-like, he joins them at the transport site. But just before he is beamed away, Hugh looks back at his friend Geordi, and his eyes flicker with life.

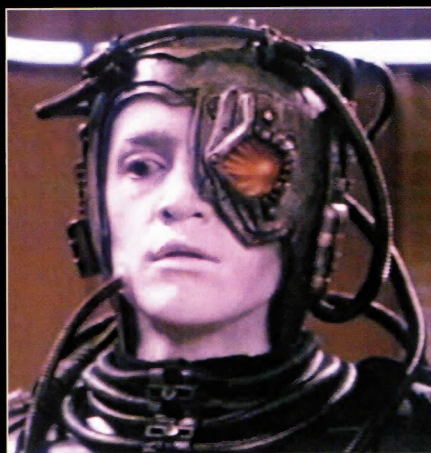
ON SCREEN...



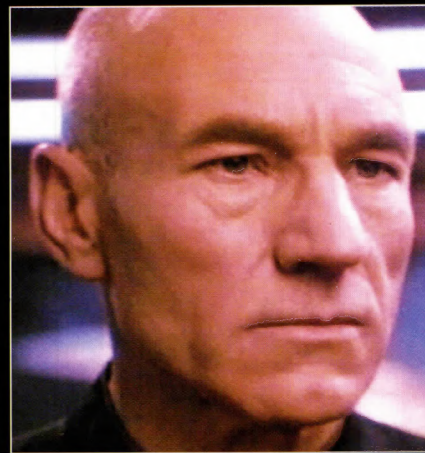
7 Geordi now considers Hugh to be a friend, and no longer thinks it right to use him as a weapon of genocide.



8 Guinan also challenges the plans, and attacks Picard for his unwillingness to meet with Hugh.



9 Hugh recognizes Picard as 'Locutus', the name he was given when he was assimilated, but will not do as he orders.



10 Picard realizes that Geordi and Guinan are right: Hugh deserves better treatment from his new friends.




11 Hugh is returned to the crash site, where he will be rescued by his own people and taken back to the Collective.



12 At the last minute, Hugh turns back for a final look at his Federation friend. One day, they will meet again.

STARSHIP FACTS

 Hugh meets up with the crew of the *U.S.S. Enterprise* again on Stardate 47025.4, when the ship encounters a group of Borg who have gained a sense of individuality through contact with Hugh. Unfortunately, the group has fallen under the influence of Lore, Data's evil brother.

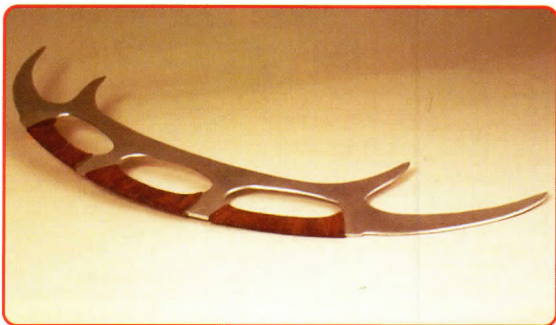
B

B-Type Warbird

Starfleet's internal classification for the **D'Deridex** category of **Romulan** warships. (Starship Log: 'The Defector' [TNG]) **SEE FILES 35, 69**

baakonite

A strong, reinforced metal used for traditional **Klingon** weaponry such as the **bat'leth**. (Starship Log: 'Blood Oath' [DS9]) **SEE FILES 11, 70**



Klingon weapons such as the bat'leth need to be strong and durable. Most bat'leths – practical and ceremonial – are made from baakonite.

Babel Conference

Named for **Babel**, the neutral celestial body which hosted it, this **Federation**-sponsored parlay was attended by representatives of multiple stellar governments. The conference resulted in the planet **Coridan** being granted **United Federation of Planets** membership. (Starship Log: 'Journey to Babel' [TOS], 'Sarek' [TNG]) **SEE FILES 7, 18, 45, 68, 69**

Badar N'D'D

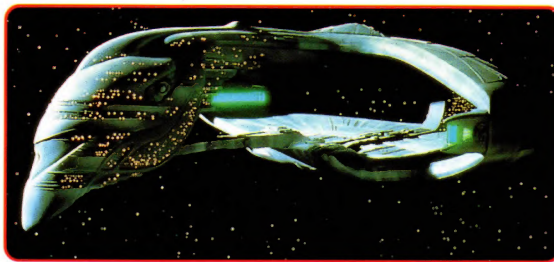
The principal **Antican** envoy to the diplomatic conference held on **Parliament** in 2364. (Starship Log: 'Lonely Among Us' [TNG]) **SEE FILES 18, 69**

Badlands

A large region of plasma storms in the vicinity of the **Cardassian/Federation** border. The unpredictability of the plasma flares, combined with the slow speed necessary to maneuver through them, makes travel in the Badlands extremely hazardous. (Starship Log: 'The Caretaker' [VOY]) **SEE FILES 5, 70, 71**

Ba'el

The daughter of **Gi'ral**, a **Klingon** female, and **Tokath**, a **Romulan** male. Her parentage – and the fact that she was brought up in a Romulan camp for Klingon prisoners – imbued her with a unique sense of racial tolerance. Even so, in 2369, when she became romantically attached to **Lieutenant Commander Worf** after he encountered the compound, she decided not to leave the **Carraya System** out of fear of the prejudice she would suffer as a mixed-race child. (Starship Log: 'Birthright', Parts I and II' [TNG]) **SEE FILES 11, 12, 48, 69**



Romulan warships such as this D'DERIDEX-class WARBIRO, first encountered in 2364, are over 1200 meters in length and carry extensive weaponry, including disruptor cannons.

baffle plate

This integral part of its propulsion system was 'eliminated' from the **U.S.S. Antares** by **Charles Evans** using his psychokinetic powers. The action resulted in the complete destruction of the ship. (Starship Log: 'Charlie X' [TOS]) **SEE FILES 44, 68**

BaH

The **Klingon** command for the discharge of arms, or the launching of a missile, rocket, or other ballistic body. Equivalent to the English term, "fire!" (Starship Log: 'Redemption, Part I' [TNG]) **SEE FILES 11, 69**

Bahgol

This beverage, served warm, is enjoyed by **Kor**, **Kang**, and **Koloth**, along with **Curzon Dax**, during time spent at the **Korvat Colony**. (Starship Log: 'Blood Oath' [DS9]) **SEE FILES 11, 70**

B'aht Qul challenge

A **Klingon** contest of strength. The two players face each other, one holding his arms straight out between the other's. The second player then attempts to force the first man's limbs to touch, using only his own arms. (Starship Log: 'The Chase' [TNG]) **SEE FILES 11, 69**

Bailey, Lieutenant David

A junior-grade crew member serving during **Captain James T. Kirk's** early days of commanding the **U.S.S. Enterprise NCC-1701**. Following his near-hysteria during a tense confrontation with the alien ship **Fesarius**, resulting in several rebukes from **Mr. Spock**, Bailey left the **Enterprise** and became an emissary on the **Fesarius**. (Starship Log: 'The Corbomite Maneuver' [TOS]) **SEE FILES 43, 68**

Bajor VIII

The eighth planet in orbit around the **Bajoran** star. It is home to six settlements of inhabitants. (Starship Log: 'Past Prologue' [DS9]) **SEE FILES 10, 70**

Bajor

This terrestrial, biospheric planet, adjacent to the border between **Cardassian** and **United Federation of Planets** territories, has at least five moons and is the indigenous home of the **Bajorans**. (Starship Log: 'Emissary' [DS9]) **SEE FILES 10, 47, 70**

Bajoran betrothal bracelet

Vedek Bareil offered **Jadzia Dax** a gold-colored Bajoran betrothal bracelet in 2371, while he and others were suffering from side effects of the **Zanthi fever** infecting **Lwaxana Troi**. The bracelet is a Bareil family heirloom. (Starship Log: 'Fascination' [DS9]) **SEE FILES 10, 70**

B-Type Warbird

baakonite
Babel Conference
Badar N'D'D
Badlands
Ba'el
baffle plate
BaH
Bahgol
B'aht Qul challenge
Bailey, Lieutenant David
Bajor VIII
Bajor
Bajoran betrothal bracelet
Bajoran Chamber of Ministers
Bajoran Central Archives
Bajoran communicator
Bajoran death chant
Bajoran Gratitude Festival
Bajoran Interceptor
Bajoran litas
Bajoran pledge bracelet
Bajoran shrine
Bajoran takeo herbs
Bajoran Time of Cleansing
Bajoran wormhole
Bajorans



Representatives of many races, including Vulcans, humans, Tellarites, and Andorians, come together to enjoy a reception prior to the Babel Conference of 2267.



Bajoran communicators work on the same principle as the Federation version, but have their own distinctive design. Circle motifs such as the one seen here are a recurring theme in Bajoran design.





Bajoran Chamber of Ministers Law-making body on **Bajor**. (Starship Log: 'The Homecoming' [DS9]) **SEE FILES 10, 47, 70**

Bajoran Central Archives This large informational repository of the **Bajoran** government was accessed by **Kira Nerys** in 2370 in an attempt to find out who was responsible for the **Kendra Valley massacre**. (Starship Log: 'The Collaborator' [DS9]; 'Second Skin' [DS9]) **SEE FILES 10, 70**

Bajoran communicator This transmission appliance is used by **Bajorans** to communicate with each other and their ships. Similar to **Starfleet's** 24th-century communicators, it is worn as a badge. (Starship Log: 'Emissary' [DS9]) **SEE FILES 63, 70**

Bajoran death chant A fundamental, and lengthy, portion of all **Bajoran** funerals. (Starship Log: 'The Next Phase' [TNG]) **SEE FILES 10, 69**

Bajoran Gratitude Festival This holiday is the biggest in the **Bajoran** calendar. A symbolic ceremony is carried out by **Bajorans**, who write down their problems on Renewal Scrolls which are then burned, symbolizing their release from these concerns. **Deep Space Nine** has hosted the ceremony for several years. The Gratitude Festival can also be enjoyed by non-Bajorans. (Starship Log: 'Fascination' [DS9]) **SEE FILES 10, 70**

▶ **Major Kira Nerys opens the Bajoran Gratitude Festival, held annually on the nearby space station, DEEP SPACE NINE. The festival is a major event in the planet's calendar, for which Bajorans and non-Bajorans alike travel for days to attend. Bajoran personnel on the station are happy to introduce their Federation colleagues to the festivities.**



Bajoran Interceptor Vessel used by the **Bajorans** to patrol their space. Two *Interceptors* caught up with, and accidentally destroyed, a **Skrreean** ship in 2370, when their warning shot ignited the craft's radiation leak. The **Skrreean** ship was piloted by a young refugee who was trying to land on **Bajor** after the provisional government had refused permission for any **Skrreeans** to relocate on their planet. After journeying through the wormhole, the **Skrreeans** believed **Bajor** to be their planet of destiny. (Starship Log: 'Sanctuary' [DS9]) **SEE FILES 18, 70**

Bajoran litas Denomination of money used on **Bajor**. (Starship Log: 'Necessary Evil' [DS9]) **SEE FILES 10, 70**

Bajoran pledge bracelet A gold piece of jewelry worn to signify a relationship. In 2372, **Gul Dukat** found the pledge bracelet of his dead **Bajoran** mistress, **Tora Naprem**, on the planet where victims of a crashed **Cardassian** freighter, the **Ravinok**, were buried. (Starship Log: 'Indiscretion' [DS9]) **SEE FILES 10, 50, 70**

Bajoran shrine Place of worship for **Bajorans** on **Deep Space Nine**. (Starship Log: 'Prophet Motive' [DS9]) **SEE FILES 10, 27, 70**

Bajoran takeo herbs Plants ingested by **Bajoran** females during pregnancy to reduce swelling in the ankles. (Starship Log: 'Looking for Par'Mach in All the Wrong Places' [DS9]) **SEE FILES 10, 70**

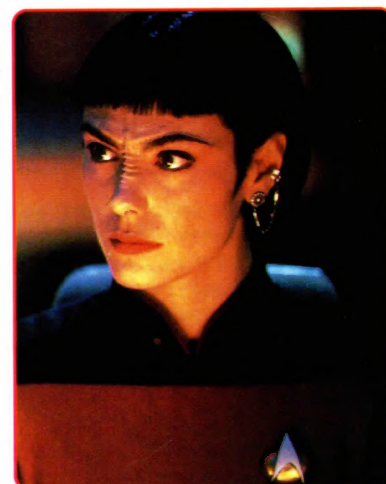
Bajoran Time of Cleansing **Bajoran** ritual which requires **Bajorans** to abstain from all worldly pleasures for a month. This causes great distress for **Quark** when he sees profits from his bar dwindle. (Starship Log: 'The Bar Association' [DS9]) **SEE FILES 10, 27, 70**



▶ **The Bajoran wormhole has opened up a number of possibilities for exploration and trade with the distant Gamma Quadrant. For many followers of the Bajoran faith, however, its significance is more religious than economic.**

Bajoran wormhole This synthetic celestial phenomenon, manufactured by powerful aliens, permits relatively fast travel of some 90,000 light years between the **Alpha** and **Gamma Quadrants**. It is the only stable wormhole known to exist, and occupies a prominent place in **Bajoran** religion. Followers believe it to be the legendary **Celestial Temple**. (Starship Log: 'Emissary', 'In the Hands of the Prophets' [DS9]) **SEE FILES 5, 10, 27, 70**

Bajorans The race of humanoid indigenous to **Bajor**. **Bajorans** are known for their ancient and complex cultural, religious, and political history, which predates not only human civilization but the actual emergence of *Homo sapiens* on Earth. The **Bajorans** sought **Federation** assistance in operating the **Deep Space Nine** station following their expulsion of the **Cardassians** in 2369. As of 2372, they remain non-Federation members by opting for a more cautious approach to membership. (Starship Log: 'Ensign Ro' [TNG]; 'Emissary', 'In the Hands of the Prophets' [DS9]; 'Learning Curve' [VOY]) **SEE FILES 10, 43, 47, 69, 70, 71**



▶ **Bajorans are fiercely loyal to their roots and traditions. Ensign Ro Laren, shown here wearing an example of traditional Bajoran ear jewelry, found it extremely difficult to reconcile conflicting loyalties between her duty to her people and Starfleet. She eventually left to join the Maquis freedom fighters.**

William